# MatLab Commands for Linear Algebra ${ }^{1}$ (Keep as a reference) 

Making vectors: Unless otherwise specified, variables are row vectors (1 x n arrays). Here are examples of ways to form vectors. Try them:

- $b=\left[\begin{array}{llll}1 & 2 & 3 & 4\end{array}\right]$
- $\mathrm{b}=\mathrm{b}^{\prime}$
- $x x=0: .1: 2$
- yy = linspace (0,3,13)


## Making matrices:

- $A=\left[\begin{array}{lllll}1 & 2 & 3 ; & 5 & 6]\end{array}\right.$
- C = eye (3)
- D = ones (4)
- $\mathrm{E}=\mathrm{zeros}(5,3)$
- $F=\operatorname{rand}(2,3)$
- $G=r a n d n(5)$
- $\mathrm{H}=$ hilb(5)
- $P$ = pascal(4)
- Commands for other speciality matrices include: gallery, hadamard, hankel, invhilb, magic, rosser, toeplitz, vander, wilkinson.


## Basic operations:

- $B=A^{\prime}$
- A*C
- C*A ........................................................... not work, $C$ is 3 by 3 and $A$ is 2 by 3 .
- $x=P \backslash b$ Solves $\mathrm{Px}=\mathrm{b}$.
- $\mathrm{P}^{*} \mathrm{X}$ $\qquad$ Checks the previous command.

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## Some speciality commands

- [m n] = size(A)
- $P$ = pascal(5), $p=\operatorname{diag}(P)$
- diag(p)
- flipud(A)
- fliplr(A)
- $\mathrm{v}=\mathrm{randn}(10,1), \mathrm{a}=\mathrm{abs}(\mathrm{v})$
- $s=\operatorname{sort}(v), m=\max (v)$
- norm(v)
- norm (eye (4))
- $\mathrm{D}, \mathrm{N}=\mathrm{Nu}$ ll(D), $\mathrm{D}^{*} \mathrm{~N}$
- rank(D)
- $\operatorname{det}(D)$
- trace (D)
- inv (G), $N * G, G * N$
- cond (H)

Some matrix decompostions:

- $\left[\begin{array}{ll}L & U \\ P\end{array}\right]=l u(G)$
- $[\mathrm{V}$ m] $=\operatorname{eig}(G)$
- $[\mathrm{U}$ T] $=\operatorname{schur}(\mathrm{G})$
- $[\mathrm{Q} R]=\operatorname{qr}(G)$
- [U S V] = svd(G)


[^0]:    ${ }^{1}$ Copyright © 2002 Todd Young. All rights reserved. Updated - January 14, 2004. Please return any comments to: young@math.ohiou.edu

